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L3: Entry 1 of 2

File: USPT

Nov 25, 2003

DOCUMENT-IDENTIFIER: US 6654759 B1

TITLE: Method for access via various protocols to objects in a tree representing at least one system resource

Application Filing Date (1):20001127Detailed Description Text (22):

The result of the implementation of the method just described is that an object (83 for example) is visible in two different ways in two different naming spaces. First of all, it is visible in the space 86c of the target object 81 through the naming attribute, and additionally through the class of this object. In fact, the object 81 being a father object, it knows some of the attributes of its sons, including the naming attribute and the class. Among the (father) target objects and the son objects, it is possible to have objects that are different in terms of semantics, i.e., not necessarily of the same class. Secondly, it is visible in the naming space 86b of the object itself 83. The space 86b makes it possible to learn all of the attributes of the object 83 using a request based on the corresponding interface layer SPI 47b, defined from the "factory"--"URL" attributes of the associated context Cb.

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L8: Entry 3 of 17

File: USPT

Sep 30, 2003

DOCUMENT-IDENTIFIER: US 6628655 B1

TITLE: Method of self-learning for the switching nodes of a data transmission networkAbstract Text (1):

Method of self-learning for a switching node in a data transmission network (10) wherein Internet Protocol (IP) data frames are transmitted between a sending unit (20 or 24) and a receiving unit (22 or 26) via an ingress switching node (12) linked to an egress switching node (16 or 18) by a plurality of intermediate switching nodes (14) interconnected by trunks. The method consists principally in generating, in the input port/trunk interface of the switching node, a switch header including a source identification field, a destination identification field and a temporary label identifying the flow of data in response to its first data frame, this first switch header being concatenated to said data frame before being transmitted to the router interface of the switching node via its switch engine when the data frame does not belong to a known flow of data and the router has to define the routing of the flow of data. An update message is sent back from the output trunk/port interface to the input port/trunk interface to update the latter with the destination identification and with a switching label replacing the temporary label associated with the flow of data, in order to transmit the following frames of the flow of data directly to the trunk/port interface by using this switching label.

Application Filing Date (1):20000124Brief Summary Text (2):

The present invention relates generally to the switching of the data packets in each switching node of a data transmission network supporting the Internet Protocol (IP) and particularly to a method of self-learning for the switching nodes of such a data transmission network.

First Hit Fwd Refs

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L8: Entry 5 of 17

File: USPT

May 29, 2001

DOCUMENT-IDENTIFIER: US 6240090 B1

TITLE: Self-configuring processors in an asynchronous transfer mode switch

Abstract Text (1):

A self-configuring node includes a number of data processors associated with corresponding ports of an asynchronous transfer mode (ATM) switch. When the node is placed into service, each of the processors automatically broadcasts an initial message to all of the ATM switch ports including each processor's identification and ATM switch port location. After receiving the initial message broadcast by the processor, a designated master processor stores the broadcasting processor's identification and ATM switch port location in a database and sends an acknowledgment directed specifically to the processor broadcasting the initial message. From that received acknowledgment signal, the processor recognizes the identity and ATM switch location of the master processor. Internal Control Paths (ICPs) are established through the ATM switch between processors using the identification and location information stored for each board processor. The internal control paths are used to communicate control messages and other information between the processors. Thus, automatic configuration of a multiprocessor, ATM switch-based node is achieved without requiring polling of the processors by the master processor or involving a human operator.

Application Filing Date (1):

19980428

Brief Summary Text (11):

A self-configuring node includes plural function module boards, each having one or more board processors and a corresponding ATM switch port, connected to available slots of an asynchronous transfer mode (ATM) switch. When the node is placed into service, each of the board processors automatically broadcasts an initial message to all of the ATM switch port locations. The initial message includes each board processor's identification and ATM switch port location.

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L8: Entry 8 of 17

File: USPT

Feb 13, 2001

DOCUMENT-IDENTIFIER: US 6188675 B1

TITLE: System and method for self-identifying and configuring the nodes of a networkApplication Filing Date (1):
19960823Brief Summary Text (2):

The present invention relates in general to communication networks, and more particularly, to a system and method for self-identifying and configuring the interconnected nodes of a network having an unknown or partially unknown topology. The plurality of interconnected nodes of the network includes multiple switch nodes connected together by links.

CLAIMS:

21. The self-identifying network of claim 18, wherein each node of said plurality of interconnected nodes includes a node address register and a managing node address register, and wherein said self-identifying network further comprises means for configuring said multiple switch nodes and multiple end nodes from said at least one managing node by writing a specific node address into said address node register and a managing node address into said managing node address register of each switch node and end node having unconfigured address node and managing node address registers.

[First Hit](#) [Fwd Refs](#)[End of Result Set](#)

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L9: Entry 1 of 1

File: USPT

Feb 1, 1994

DOCUMENT-IDENTIFIER: US 5283838 A

TITLE: Neural network apparatus

Application Filing Date (1):

19910415

Detailed Description Text (114):

In the modified algorithm, when the learning vectors initially presented in self-organization learning are wrong learning vectors (for example, learning vectors based on the Kanji character " (Ki)" (meaning "a tree") in self-organization learning for the category " (Dai)", extremely peculiar learning vectors, noisy learning vectors, etc., the weight vector which exhibits the greatest degree of similarity is not always changed or updated by the correct learning vectors which are input later. This means that the wrong learning is not corrected. Accordingly, in the learning process in the neural network according to this embodiment, it is required that wrong, extremely peculiar, or noisy learning vectors are not presented initially in the self-organization learning.

Detailed Description Text (125):

In each of the above-described embodiments, learning is conducted using a Kohonen type neural network. The invention is not restricted to this, and alternatively, can be applied to a perceptron type neural network. In this case, the output nodes Lkm shown in FIG. 1 may be used as intermediate layer nodes of the perceptron type neural network, and the input node 2 shown in FIG. 1 as an input layer node of the perceptron type neural network. Namely, a plurality of the intermediate layer nodes of the perceptron type neural network are allocated to each of categories of objects to be identified. Then, self-organization learning is performed for the intermediate layer nodes and the input layer node, and weights of the intermediate layer nodes are initialized. Next, teacher-supervised learning such as back-propagation is carried out for the entire neural network in which the weights of the interlayer nodes have been initialized.